



DANGER BESTIARY

Volume 1

Dear, Adventurer

Adventure is discovery and Danger,
But reader beware,
No heroism is without consequence.
I hope that my notations here
Help you to anticipate perils in adventure,
And so prevail to regale
The triumph of your own tale.

Really a case of "anything that can happen will happen" isn't it?
I've been through every one of these "consequences" by "chance"
My fate must be cursed! Lady Fortuna having a laugh
Reading over my shoulder and thinking "oh that's a good idea!"
But I am Danthaniel Jeer, greatest of all adventurers.
Each note here is a record of my triumph, for I live still
And you as well, live on to reach new heights
To join the hall of heroes, to fight the hero's fight.

- Danthaniel Jeer
P.S - What ever you do, don't ever

PROPERTY OF
Danthaniel Jeer



Guide Contents

- Character Page & Epilogue -

These pages contain information on characters you will encounter on your adventures. If a character appears on a card, its corresponding page number will be recorded on the bottom left of the card.

*The information in this guide corresponds only to certain varieties of these characters, others can, and invariably must, exist.

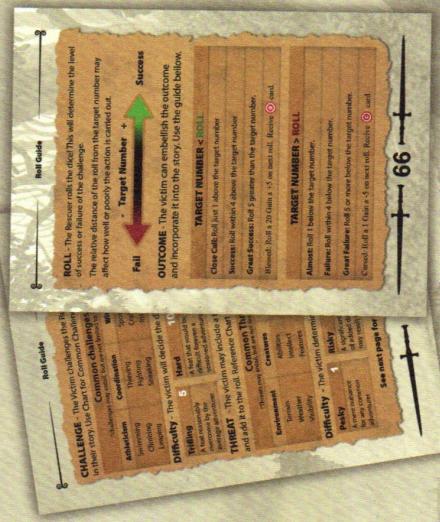


Guide Contents

- The DM's Plot Twist -

The DM's Plot Twist is another option to deepen the role-playing experience. This style of play allows the Danger Master (Victim) to challenge a Rescuer's actions with a dice roll!

*The rules and roll guide are on pages 64 - 66.



An Epilogue or DM's Plot Twist can result in a status!

• R • W • E • C • B • D

If so, the rescuer will then take on the correlating status card with its effects. See more about status in the rule sheet.

Introduce the Epilogue and DM's Plot Twist for a spicier adventure! These styles of play can be used with any Danger title.

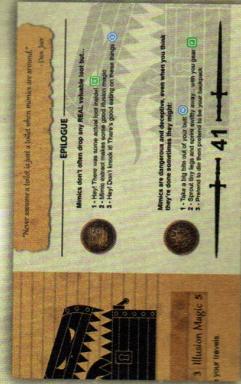


The epilogue introduces an optional role playing mechanic to encourage players to think about the consequences of their stories. This style of play has the winner of a round take something from this adventure into their next.

*Epilogue rules are on pages 4 - 5

The Epilogue

When a winner is chosen, the Victim determines a consequence from the winning story that affects the winner in the next round.



CHOOSE PAGE

Choose the epilogue page using a card or character in the story.

FLIP COIN

Flip coin to determine if an epilogue is an event or object



PICK EPILOGUE

The Victim picks an epilogue appropriate to the story told for the rescuer to carry over into the next round.
Place the Coin in the Victor's play area to remind them to incorporate it into their next story.



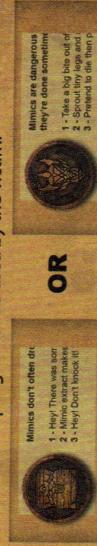
Epilogue Guide

CHOOSE PAGE - The Victim may reference a relevant Bestiary page to determine an epilogue based on a creature present inside the story. The victim may use the common epilogues (pages 62 & 63) or may create their own epilogues, if no Bestiary entry applies, based on the tale regaled.

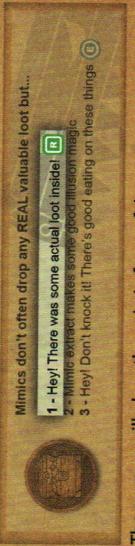
The cards used in the story should generally form the basis of the epilogue and can help you find the right page.



FLIP COIN - The rescuer will flip the coin to determine what section of the epilogue will be used by the victim.



PICK EPILOGUE - The victim will pick the epilogue that the rescuer will be taking into the next round. There are three options under each heading and the victim is free to choose any of them to conclude the rescuer's story.



The rescuer will place the coin in front of them as a reminder that they have an epilogue. If there is a status **P** **R** **W** **E** **C** **B** **G** the rescuer places the correlating card in front of them. After the following round the next winner will adopt the coin.



BARBARIANS

They shun the trappings of civilization to don the legacy of tradition. A difference of values does not denote a lack of culture or wisdom, honor or warmth.

"Warriors skilled in the ancient art of getting really really angry, ancestrally angry! Ferocious, fast, fierce, they're some of the worthiest adversaries I've faced... and wisest friends. Don't pick fights with barbarians... Addendum: don't go partying with barbarians." - Dan Jeer

EPILOGUE

Don't take a gift horse to the mouth, a barbarian's things are nothing to laugh at, especially if you can obtain:

- 1 - A steed with a wild spirit
- 2 - Training in ancient ways
- 3 - A barbarian warhorn



A barbarian's rage is fierce but their loyalty is unmatched, you might end up with:

- 1 - A wicked scar to remember your interaction by
- 2 - A generational blood feud between you and a barbarian's clan
- 3 - A life debt that binds a barbarian to you and you to a barbarian



THREATS

Smash	1 More Smash	3 RAGE Smash!	5
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* Size, looks, and abilities may vary upon your travels.

BARDS

Singers of songs, tellers of tales.
It is the pride of a bard never to buy their own meals.

"For when you want to outsource your bragging rights. Singers of songs, tellers of stories, plagiarizers of my dang adventures!
At least pay me royalties you dastardly rogues!"

- Dan Jeer

EPILOGUE

Bards are also known to be fickle with their gifts, but a bard might give you:

- 1 - One good joke sure to win you friends
- 2 - A bag with a variety of tricks 
- 3 - A most melodious kazoo

Bards are lorekeepers, storytellers, what they say often become things people remember, a bard might:

- 1 - Make a singalong song about your life
- 2 - Spread your legend throughout the land
- 3 - Spread some nasty rumors about you throughout the land

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BASILISKS

Large, venomous serpent with the ability to turn its victims to stone via its cold gaze.

"Toothy Reptile with venom down its fangs, its eyes say
"TRUST IN MEEEE" but never do it, it's a petrifying
stare- I mean, it'll literally turn you to stone"

- Dan Jeer

EPILOGUE

A basilisk is a dangerous creature, but sometimes instead of statues you'll get:

- 1 - A non petrified magical item, what luck! 
- 2 - A basilisk's fangs of deadly venom
- 3 - A nifty pair of mirrored sunglasses

But beware not to die, and if you don't die, beware of:

- 1 - All of your limbs turning to stone 
- 2 - Being slowed by its poison which is quickly crippling you
- 3 - An overly affectionate basilisk trying to become your pet



Coiling Body	1	Venomous	3	Petrifying Stare	5
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* Size, looks, and abilities may vary upon your travels.

DRAGONS

The penultimate form of power. A dragon is more than a simple beast terrorizing villages and cattle, it is as a hurricane, an inevitable force of nature. Some fly, some breathe fire, all cast their shadows upon the waking and dreaming world.

"It's never a drag to be around a dragon. Legendary beasts with magic breaths of every kind and scales that gleam as bright as the treasures they hoard"

"The kin of dragons can take many forms, my buddy Barry is like 1/60th dragon"

- Dan Jeer

EPILOGUE

A dragon's treasure is a closely guarded thing, but people dare because the risk comes with great reward and, after all, even dragons can be beaten. From a Dragon you may receive:

- 1 - A jeweled egg that is... beginning to hatch! 
- 2 - A small portion of a large fortune 
- 3 - The legendary scales of a dragon

A dragon is a force of nature that can leave much destruction in its wake:

- 1 - A dragon is tracking you down for the treasure you took
- 2 - And, to your dismay, someone has brought it back in the form of a dracolich (a zombie dragon)
- 3 - You have no more eyebrows or hair from narrowly dodging a



THREATS			
Claws	5	Scales	5

* Size, looks, and abilities may vary upon your travels.

DRUIDS

Wise folk of the wilds with secret ways and sacred groves.
They commune with nature and not with civilization.

"Tree loving, bear loving, mouse loving, snake loving,
they'd practically be saints if they ever learned to love people.
They're so one with nature they can be trees, bears,
mice, snakes, everything but normal people"
- Dan Jeer

EPILOGUE

Druids are wise in the ways of nature, they are knowledgeable about many things, a druid might aid you by giving you:

- 1 - Knowledge of some future events 
- 2 - A small animal companion
- 3 - A magical fruit basket

Druids can also be quite vengeful and you can cross them often without even knowing why, beware that a druid doesn't:

- 1 - Curse you with a very distracting insect storm 
- 2 - Select you, naturally, as an enemy of nature
- 3 - Bind you in some entangling vines before dropping you into your next adventure

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THREATS

Essential Oils 1 Nature Magic 3 Shapeshifting 5

* Size, looks, and abilities may vary upon your travels.



DWARVES

With their sweltering forges, self-mined ores, and forever calloused hands; they create masterworks for the eye to behold. Dwarves possess memory far greater than most and keep their customs and grudges passed down for generations.

“Hardy and short, these mountain dwellers love to mine and challenge others to contests of strength. With beards as thick as their muscles, they never back down.”

- Dan Jeer

EPILOGUE

Dwarves are not known for their frequent generosity, but for the quality of their generosity. Things you might get from a dwarf:

- 1 - A tool of legendary craftsmanship (next tool is extremely sturdy)
- 2 - A traditional dwarven drink (E)
- 3 - Iron strong strands from a legendary beard

Dwarves are either jovial or crotchety with very few inbetween, a dwarf, given proficient reason would:

- 1 - Take a hard whack at your kneecaps hobbling you in your next adventure (E)
- 2 - Join your party as a loyal friend for life
- 3 - Hold a grudge against you and your family that may span several generations

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THREATS			
Mah Head	1 Yer Knees	3 Mah Axe	5

* Size, looks, and abilities may vary upon your travels.

ELEMENTALS

Spirits that take on physical form composed of the single substance of their magical dimension in the ether.

"The purest form of living fire, of living earth, of living air, of living water... well purest water I've ever had at least!"

- Dan Jarr

EPILOGUE

An elemental is contractable, but they are still independent beings of elemental planes. The things you can get from an elemental, are, elementally the elemental itself such as:

- 1 - A contract that allows you to summon an elemental at the price of not using a tool next round.
- 2 - An elemental imbalance that causes you to be magically unstable ☺
- 3 - The purest form of the elemental's element

Elementals are mysterious beings and magical beings, many symptoms of interacting with an elemental include:

- 1 - You can no longer receive benefits of that elemental's element
- 2 - The elemental appears in your next quest to support you
- 3 - The magical affinity to cast small spells of that element

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THREATS

Size	1 Element	3 Temperament 5
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* Size, looks, and abilities may vary upon your travels.



ELVES

Elves are near immortal peoples of fairykind. They believe themselves to be the eldest of the created races and are forever tied, but not bound, to the lands of their births.

"Pretty, pointy-eared, pretentious pricks. The oldest of humankind? Well! We still call them *humankind*s don't we? Don't tell them I said this, they're deadly with swords and bows and magicks and... don't tell one I said this."

- Dan Jær

EPILOGUE

Elves are noble in nature, winning their approval is not an easy task but it could gain you:

- 1 - A lifelong friend of blade and bow and song
- 2 - Perfectly casted elven ears and an elven wig
- 3 - An elven attitude and disdain



Elves are stealthy and swift, and suspicious of all outside their realms, an elf that follows you might be:

- 1 - Shooting an arrow through your knee
- 2 - Continuously sending you warning shots all throughout your next adventure
- 3 - Marking you down as an enemy of the elves

THREATS	Pretty Bow	1	Stealthy Arrow	3	Glamour	5
* Size, looks, and abilities may vary upon your travels.						



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FAIRIES & PIXIES

Small flying creatures with deep connections to nature and a willingness to always help those in need...as long as you haven't slighted them.

"They're all around you and you'll never know, they make the fields and flowers grow, oh blast it all with their pranks and crimes, they're making me rhyme! They're making me rhyme!"

- Dan Jeer

EPILOGUE

Fairy's are fickle and fairy tricky, but maybe you can take a trick or two before they get the jump on you. Things you might get from a fairy:

- 1 - Pixie dust which can turn you invisible or even help you fly!
- 2 - Fairy delicious fairy candy
- 3 - A fairy in a jar that can save your life one time!

Fairies are mischievous, but not evil, they'll pull such tricks as:

- 1 - Catching you in illusions and other magics to trick you into mischief
- 2 - Turning a tool into dirt and grass and daisy chains
- 3 - Guiding you through the fairy paths on a shortcut to your next adventure

THREATS

1 Pixie Tricks

3 Fairy Cliques

5

* Size, looks, and abilities may vary upon your travels.

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GNOMES

Gnomes are technically a kind of fairy of the earth but, like the elves, they've earned some acknowledgement in the common world of civilization. Unlike the elves, they're known for their abject recklessness.

“NEVER trust Gnomes, not because they’re dishonest, but because nobody knows what a gnome would do! The inventions of these earth spirits could destroy the earth if their inventions didn’t inevitably destroy themselves!”

- Dan Jerr

— EPILOGUE —

All of a gnome’s inventions come with some risk, maybe a lot, okay, a lot of risk, but you might get these things from a gnome:

- 1 - An overly explosive magic cannon, for entertainment purposes
- 2 - Gnomish throwables that are actually MEANT to explode
- 3 - A theoretical blueprint for the biggest and best invention ever

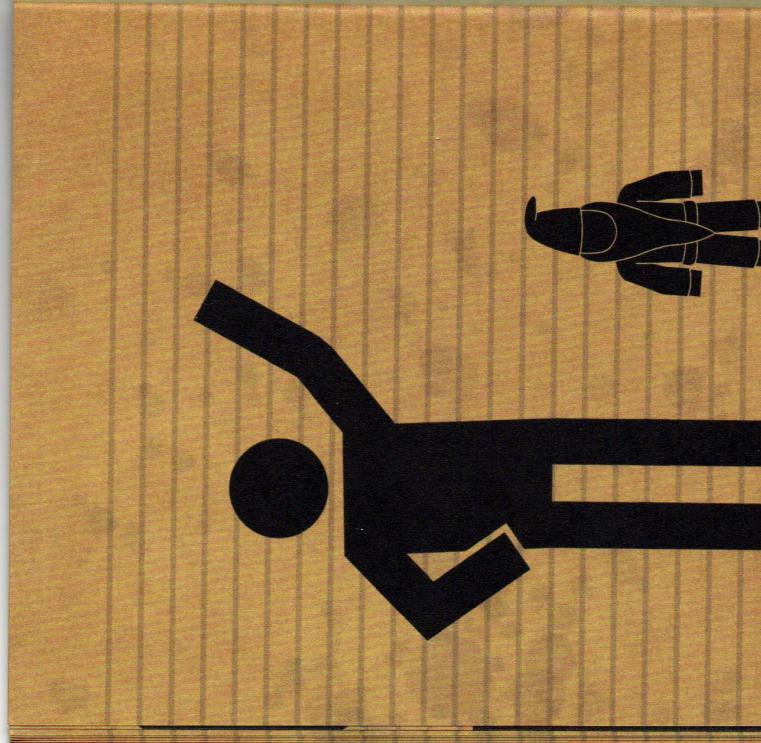
Nobody knows what a gnome will do, trust a gnome at your own risk because they might:

- 1 - Join you on your next quest... FOR SCIENCE!
- 2 - Rig you to a risky Gnomish Magic Engine... to The Moon!?
- 3 - Drive you crazy with their incessant chatter! (W)

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THREATS	
Annoyance	1 Illusions 3 Contraptions 5

* Size, looks, and abilities may vary upon your travels.



GOBLINS

Greedy, selfish, stunted runts of human shape. Primitive folks of pointy sticks and sharp teeth. Don't let them surround you, they may be smarter than they seem

"I've seen green goblins, and blue and red, but what color is a hob goblin? Every adventurer fights a goblin at least once... unless that adventurer is a goblin. Wait, is THIS how I got that bounty on me?"

- Dan Jeer

EPILOGUE

Goblins are resourceful, but generally because they don't have a lot to collect, you might only get:

- 1 - A paltry guild reward
- 2 - Colorful beads and other primitive artifacts
- 3 - Some nice equipment they've just kept in the middle of their village 

Goblins are often cowards but they can also be quite surprising, a goblin might:

- 1 - Cartwheel away to fight you again in your next adventure
- 2 - Join you on your next adventure, surprisingly as a registered adventurer
- 3 - Make off with your gear, those rascally green bandits! 

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THREATS

Grabby	1	Stabby	3	Swarmy	5
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* Size, looks, and abilities may vary upon your travels.

GOLEMS

Living creations made from clay, these magic born constructs come in many designs and are always willing to do as their creators command.

"Creatures of clay that must obey all the writ upon their scrolls, tools that do EXACTLY what they're told, but the question remains: does a moving statue have a soul?"

- Dan Jeer

EPILOGUE

Golems are tireless and obey your orders absolutely. If you can get something from a Golem it would be:

- 1 - A golem in the shape of a fearless, well, emotionless, steed
- 2 - A golem skilled to... (draw a skill card)
- 3 - A useless lump of clay

Golems may seem like automatons, but sometimes a golem gains a kind of warped sentience, beware a Golem could:

- 1 - Go mad pondering its existence and destroy towns citing you as its creator
- 2 - "Replace you" for all intents and purposes, for your next adventure you are a golem
- 3 - Liberate your tools from your tyranny 

Cold 1 Calculating 3 Unceasing 5

THREATS

* Size, looks, and abilities may vary upon your travels.

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GRIFFINS

Part lion and part eagle, these majestic predators patrol the skies looking for a nice snack or anything shiny that catches their eye.

"The baby Griffin I took in keeps digging up gold in the strangest of places, I'm certainly not complaining."

- Dan Jeer

EPILOGUE

A griffin is an unquestionably noble creature, if you defeat one or befriend one you might benefit through:

- 1 - A feather that makes you fearless
- 2 - A baby griffin that keeps digging up gold!
- 3 - A grown up griffin that lets you ride it around



Griffins are territorial but not overtly cruel, if you see one it might:

- 1 - Take your steed isolating you from your next adventure
- 2 - Adopt you as a griffin child destinining you for greatness
- 3 - Earn you an honorary seat at a secret bird watching society

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THREATS

Claws	1	Wings	3	Majesty	5
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* Size, looks, and abilities may vary upon your travels.

HALFLINGS

Little folk who live in secluded places. They are known for their produce and their hospitality and not much else, these humble folk mostly keep to themselves.

"Little people who live in holes. They've got hairy feet and outstanding luck! They're half our size but have got twice the pluck!"

- Dan Jerr

EPILOGUE

You'll never find a more hospitable people than the halflings, if you meet one you might obtain:

- 1 - The best produce you'll find in the whole village
- 2 - Amazing hospitality refreshing you for your next journey
- 3 - Wait... did someone will you a ring?

On the otherhand, halflings sometimes lack personal boundaries and a halfling might also:

- 1 - Go on an adventure with you, loyal to the end
- 2 - Talk your ear off with passed down stories
- 3 - Take a few items here and there, just out of curiosity mind you

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THREATS

Small	1	Plucky	3	Lucky	5
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* Size, looks, and abilities may vary upon your travels.



IMPS

These small demons are always doing what they can to get on their master's good side, whether it be tormenting living souls or running to collect groceries.

"It's not slave labor, it's IMP labor! What? You want me to let a tiny daemon free to work its trickery? What treachery is this?"
-some wizzard-

- Dan Jeer

EPILOGUE

Imps are literally **Imps**, but they can also be quite useful and subservient, an imp might give you:

- 1 - Its service as an assistant in your pocket
- 2 - Its service as a high speed portrait maker
- 3 - A smokescream to steal a tool in 

Imps are not your friends, they just serve you. When an imp isn't serving you it might:

- 1 - Inform its true master about you 
- 2 - Annoy you putting you in a terrible mood on your next adventure 
- 3 - Play a beguiling trick on you

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THREATS			
Irksome	1	Mischievous	3
		Treacherous	5

* Size, looks, and abilities may vary upon your travels.



KOBOLDS

Crafty reptilian humanoids that tend to be found in dungeons, trying to show they too can be just as strong and powerful as their dragon superiors.

“Sometimes scary, sometimes scaly, treasureless trash hoarders. They’re scary, but never that scary— I mean, what can they do with their tiny swords? Hundreds... and hundreds of tiny swords...? Uh oh.”

- Dan Jeer

EPILOGUE

Kobolds never really carry much loot, what you might get from a kobold is:

- 1 - A minuscule amount of loot (practically, nothing)
- 2 - A collection of poorly made arts and crafts (a whole lot of nothing)
- 3 - A dagger in the back (W)

Kobolds aren't much danger on their own but a kobold might just:

- 1 - Ambush you with a crew on your next adventure
- 2 - Bite the heck out of your ankles as they are anklebiters (W)
- 3 - Follow you as a untrustworthy companion

Ankle Biting 1 Butt Stabbing 3 Swarming 5

THREATS

* Size, looks, and abilities may vary upon your travels.

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LICHES

The remains of powerful sorcerers brought back from the dead, these skeletal villains are death defying.

"Wizards are already basically skin and bone, this one just happens to be more... or all bone. Wizards who made unholy pacts to live-well be undead at least-forever."

- Dan Jeer

EPILOGUE

A lich's very being is a curse, every bit of a lich is magical and you might end up being able to use:

- 1 - A fingerbone that shoots deadly rays
- 2 - A piece of jewelry that is the true form of the lich
- 3 - The lich's spellbook, a collection of arcane arts so evil it's making you evil to be around it

Liches are powerful and hard to defeat, but even contact with a lich can have devastating side effects:

- 1 - Making you into a lich's unwilling minion
- 2 - Getting frequently harassed by other undead creatures
- 3 - Headaches, nausea, dizziness, and vertigo, and the bad habit of talking to skulls

Terrifying 1 Unholy 3 Death Magic 5

* Size, looks, and abilities may vary upon your travels.

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MIMICS

Trickster creatures with no defined form and the ability to transform into nearby objects as a way to hide and hunt

"Pretends to be treasure you see, pretends to be what you want it to be, pretends it doesn't have sharp claws and sharp teeth"

"Never assume a toilet is just a toilet when mimics are around!"

- Dan Jeer

EPILOGUE

Mimics don't often drop any **REAL** valuable loot but...

- 1 - Hey! There was some actual loot inside! 
- 2 - Mimic extract makes some good illusion magic
- 3 - Hey! Don't knock it! There's good eating on these things! 

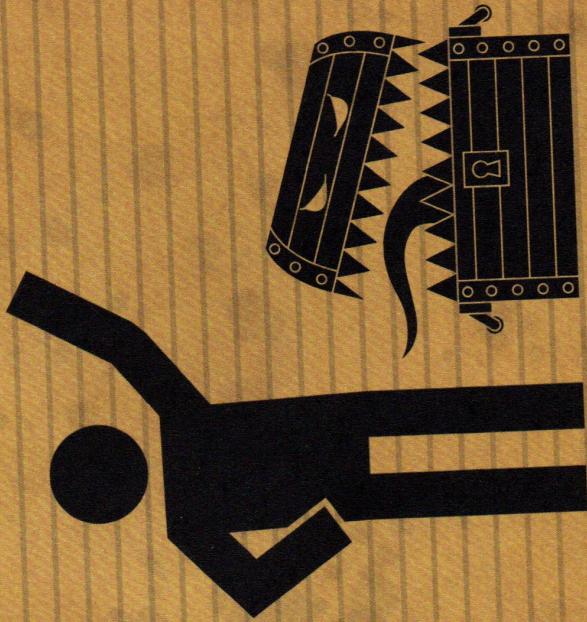
Mimics are dangerous and deceptive, even when you think they're done sometimes they might:

- 1 - Take a big bite out of your butt 
- 2 - Sprout tiny legs and sprint swiftly away... with your gear 
- 3 - Pretend to die then pretend to be your backpack

Surprise! 1 Sharp Teeth 3 Illusion Magic 5

* Size, looks, and abilities may vary upon your travels.

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MINOTAURS

Brutes, half people and half bull, all full of rage. These horned marauders wander the halls of labyrinthine dungeons hunting unprepared adventurers.

"I'm back in this dungeon again! BULL-ONEY!"

- Dan Jeer

EPILOGUE

Big, brooding, there is nothing subtle about a minotaur, if you're getting something from it, you've earned it- things such as:

- 1 - A pair of unbreakable horns
- 2 - A minotaur that thinks you're its parent
- 3 - A "crash" course on dungeon design that leaves you beaten up for your next adventure 

A minotaur is kind of a consequence in its own right but mess with the bull and you might end up:

- 1 - Rodeoing into your next adventure on the back of a raging bull-man
- 2 - Hopelessly lost in a labyrinth where a pitfall drops you into your next adventure 
- 3 - ...Making a crazed druid track you down for your bullheaded acts of animal cruelty

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THREATS			5
Brawny	1	Ferocious	3 Maze Beast

* Size, looks, and abilities may vary upon your travels.

OGRES

Primitive brutes twice the size and strength of humans, their chosen prey. They are strong and dumb, but sometimes they become ogre mages that keep the brawn but incline their extra intellect to dangerous ends.

"The odor of an ogre is almost stronger than they are, and I've seen one uproot a tree to swing at me"

- Dan Jeer

EPILOGUE

Ogres are strong, dumb, and self centered, they're not generally treasure hoarding but you might get:

- 1 - For some reason, a donkey
- 2 - A stew of questionable contents
- 3 - A thick club



Ogres don't often think, much less think ahead, but if you get one angry enough or hungry enough one might...

- 1 - Come back for revenge with its family
- 2 - Fool you with illusions because this was an ogre mage! ⚡
- 3 - Bonk you and put you in a stew while your next adventure arrives 🥵



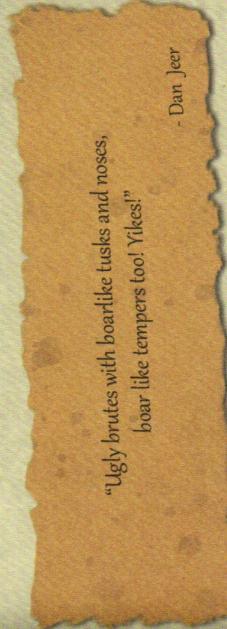
THREATS	5
Big feet	1 Big fists 3 Big stink

* Size, looks, and abilities may vary upon your travels.



ORCS

Tribalistic underdwellers with a thirst for blood, their natures were twisted towards war and hate by dark beings long ago.



"Ugly brutes with boarlike tusks and noses,
boar like tempers too! Yikes!"

- Dan Jeer

EPILOGUE

Orcs are not classically intelligent, but their culture is rich and vastly expansive in the craft of war. There are many things to get from orcs such as:

- 1 - A shamanistic vision of the future
- 2 - A quick study in the art of combat, whether you want it or not
- 3 - An Orcish war drum that announces the Orcish horde

Orcs are feared by many, with good reason, no other race has been so skilled in warfare. Interactions with Orcs can:

- 1 - Leave you with some nasty scarring
- 2 - Get your home, burned down, ransacked, and pillaged
- 3 - Leave you stinking of orc, raising general hostilities against you

Tough Skin 1 Brute Strength 3 Sharp Axes 5

* Size, looks, and abilities may vary upon your travels.

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PALADINS

"Knights who have taken a holy pact to be righteous and just. They love ensuring that others follow their holy teachings, although this can cause them to be quite overbearing.

"If they act holier than thou, it's because they are holier than thou. These holy knights with their holy steeds and holy powers are wholly a pain to deal with"

-Dan Jerr

EPILOGUE

Paladins are often inflexible and hard to deal with but just and good. A Paladin that honors you with their respect can give:

- 1 - Anointing oil to make your next tool holy
- 2 - A symbol of their knightly order to enlist aid
- 3 - A word of blessing and some food and water

Regardless, earning the attentions of a Paladin can be quite troublesome also. A Paladin you've met might:

- 1 - Mark you as evil, putting this paladin in hot pursuit against you.
- 2 - Charge onward against the injustices of your next quest (the paladin precedes you in your next quest)
- 3 - Insist on joining your next venture to ensure you're truly just in your ways (The paladin accompanies you for your next quest)

+

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+

THREATS

1 Heroic Bravery 3 Holy Aura 5

Smiting

* Size, looks, and abilities may vary upon your travels.



SIRENS

Ladies of the water, the lakes and seas,
Who hypnotize sailors with their songs entralling,
To ruin many a ship and sink,
Their treasures into the vast and trackless deep.

"The sea is like a lady, beautiful and deadly.
Sirens? They're like the sea."

- Dan Jeer

EPILOGUE

Sirens know the oceans, they know where treasures lie.
If they don't ruin you might learn to find:

- 1 - Treasure from an ancient shipwreck 
- 2 - A siren's magic pearl of mists 
- 3 - A siren's deadly kiss 

Sirens are beautiful and mysterious but sometimes tickle and
fierce, like the ocean in a storm. A siren might:

- 1 - Introduce you to some fish with sharp teeth 
- 2 - Get a supernatural song stuck in your head 
- 3 - Take your treasures to the bottom of the sea 

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THREATS	3	Deadly Kisses 5
Trancing Songs 1	Mystifying	5

* Size, looks, and abilities may vary upon your travels.



SLIMES

Small, low level gelatinous creatures that can take on various elemental properties when in the right environment.

"Slimy little moving monster balls of... well, slime. Philosophical question: If you split a slime and they're both still slimes which one is the original slime? I've asked this question many a time, many, many, many a time, by which I mean:
HELP! I'M SURROUNDED BY SLIMES!" - Dan Jeer

EPILOGUE

The body of a slime is incredibly versatile, you can make a slime into things such as:

- 1 - A local gelatin delicacy
- 2 - An elastic sticky arm
- 3 - A pet slimeball

For common monsters without minds, slimes can be incredibly dangerous doing things like:

- 1 - Poisoning you with intermittent paralysis
- 2 - Corroding all your gear in its slimy juices (your next tool is brittle)
- 3 - Continuously multiplying and overrunning into your next adventure

5

THREATS

General Lcking 1 Noxious oozing 3 Agunring

* Size, looks, and abilities may vary upon your travels.

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SPHINXES

With the head of a woman and body of a lion, these strange beasts enjoy testing the intellect of adventurers that cross their path with riddles so complicated it is a mystery if they even know the answers themselves.

"What asks annoying questions in the morning, perplexing riddles in the day and will eat you if you can't answer by evening?"

- Dan Jeer

EPILOGUE

Sphinxes are the masters of riddles and are largely mysteries themselves, a sphinx might leave you with:

- 1 - A book of riddles and cheap jokes
- 2 - An ever elusive and unexplainable secret to happiness
- 3 - Questions. Questions. Questions that you'll spend the rest of your life trying to answer



A sphinx will let you go with a riddle but a sphinx that doesn't let you go might:

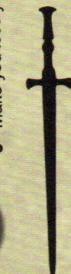
- 1 - Make you a baby in the mornings and elderly in the evenings
- 2 - Shape your spine into a question mark
- 3 - Make you lose your mind, or, at least your way

A mystery? 1 An Enigma! 3 Lion Claws? 5

* Size, looks, and abilities may vary upon your travels.

THREATS

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TROLLS

Monsters that live in extreme places and take on the properties of their surroundings. Their resilience is renowned.

"You want a rock? You want to roll? You want a rock to roll, you want a troll. Thick skinned and thick brained, these craggy creatures make fearsome foes"

- Dan Jeer

EPILOGUE

Trolls are largely solitary creatures but that doesn't make them any less fearsome. Their collections are odd but you might get:

- 1 - Their prized pet rock
- 2 - A bridge troll toll pass
- 3 - Fluids that promote trollish regeneration



Trolls are incredibly aggressive, they might throw rocks at people they like or hate or want to eat... it's no wonder why people are afraid of them. If you encounter a troll it might:

- 1 - Get you caught up in a dwarf & troll feud
- 2 - Throw you hard at something in your next adventure (W)
- 3 - Follow you from far away and continue to lob boulders at you



Strong Arm 1 Regenerating 3 Rock Lobbing 5
* Size, looks, and abilities may vary upon your travels.

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UNICORNS

Graceful and elegant, Unicorns are majestic and powerful creatures with much magic in the single horn that gives them their name.



"A horse with a glowing horn is somehow more popular with the ladies than I am. It is a nice horn though, full of healthy magic. I got touched by one once and it cured me of a deadly poison, and all the other toxins in me too! My skin was softer than a baby elf's bottom!" - Dan Jeer

EPILOGUE

A unicorn is a holy beast, if you can enlist its aid it can help you greatly by giving you:

- 1 - A valiant ride into your next adventure
- 2 - A temporary immunity to poisons
- 3 - Some of its holy power

A unicorn is a holy beast and, its judgment is resolute and absolute. A Unicorn might:

- 1 - Reveal to the world the impurities of your heart
- 2 - Earn you the wrath of fairies and druids
- 3 - Hobble you with a sharp kick

THREATS

Sparkles! 1 Magic Hooves 3 Magic Horn 5

* Size, looks, and abilities may vary upon your travels.

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WIZARDS

Wizards are masters of magic, and really they must have mastery of their craft. An inept mage is almost as bad as an evil one. They are often quite egotistical, but their pedigree is not an easy one to achieve.

"Hoity toity, pointy hatted academics that think they're all that with their arcane academics and magic spells!
I'm not envious at all that they can just shoot fireballs and lightning bolts everywhere!"
- Dan Jeer

EPILOGUE

Wizards are the academics of the magical world, their knowledge should not be taken lightly, things you can get from Wizards can include:

- 1 - A front row seat to an angry mage's pyrotechnic magic show 
- 2 - A magic ring of minor tricks to impress your friends and family 
- 3 - The demonstration of a magic trick that makes you disappear 

Wizards can be crotchety and arrogant, if you mess with a mage they just might:

- 1 - Turn you into a frog, or a sheep, maybe a tortoise
- 2 - Summon a giant hand to flick you into your next adventure 
- 3 - Make you sit down for a lesson on their greatness and their magical theories until you're late for your next adventure 



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THREATS

Long Lectures	1	Knowledge	3	Arcane Arts	5
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* Size, looks, and abilities may vary upon your travels.



Common Epilogues

These epilogues are for generic use in any story. Choose one of the four sections instead of a character page. Rules (pages 4 - 5).

COMBAT

But all adventures have got a little of the fighting, and the looting, and the stealing...

- 1 - And what a haul of loot you've obtained! 
- 2 - But here you earned the respect of your adversary and their most treasured belonging. 
- 3 - And their buddies robbed you during the tussle! 

Combat Experience is all swords and dice rolls until somebody gets hurt:

- 1 - And it's you! You're definitely hurt 
- 2 - And it's you? That bite it gave you is definitely affecting you... 
- 3 - But you always come out stronger! 

MAGICAL EFFECTS

Uncontrolled Magic can affect your other magical commodities by:

- 1 - Duplicating them! allowing you to take up a skill and tool set used this round into your hand
- 2 - Jumbling up fates and destinies [everyone passes a skill and a tool to the player on their right. Giver's choice]
- 3 - Rewriting and unlocking unknown potential [play your next round using the top card from the skill deck]

Uncontrolled Magic can also be wildly unpredictable and dangerous, acting on its own it can:

- 1 - Turn you into the favorite animal of the player to your right!
- 2 - Add some wild unpredictability to your next adventure (add a plot twist to your next adventure, discard if not applicable)
- 3 - Teleport you to strange and far away places! 

Common Epilogues

These epilogues can also be used with any other DANGER titles!
Use these for non number cards or other DANGER titles.

ESCAPE

Discretion is the better part of valor and discretion says to run run as fast as you can because you might...

- 1 - Get away with mad loot! 
- 2 - Take a projectile to the knee! 
- 3 - Run but you can't hide! [It follows you to your next adventure]

Run run run far far away...

- 1 - With someone else's pack (take a random tool from a player)
- 2 - While you drop things along the way! 
- 3 - ...Right into even more danger

[the DM may use an extra DM plot twist on your next adventure]

DIVINE SCRUTINY

You've undergone their trials and now the eyes of the divine are on you. As they take an interest in your life they might:

- 1 - Add a plot twist to your next story as they toy with your life
- 2 - Motivate you through this encounter to do great, and perhaps terrible, things
- 3 - Move you in strange and mysterious ways! 

A Divine being's involvement can be interpreted many ways, and their presence, though intangible, is nonetheless quite real. Interacting with a Divine being can leave you:

- 1 - Cursed by its anger, if you are already Cursed you are doubly 
- 2 - Blessed by its favor, if you are already Blessed, you are doubly 
- 3 - Blown back by its overwhelming existence 



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The DM's Plot Twist

Once, during a Rescuer's story, the Danger Master (Victim) can discard a plot twist to set a challenge roll.

The victim may set a challenge roll for any action and/or threat in the rescuer's story based on the difficulty of the task.

CHALLENGE

Victim chooses a challenge from the rescuer's story. Use the roll guide (Page 66) to reference common challenges.

Refer to the Roll guide to determine the challenge difficulty



THREAT

Victim Picks a threat from the rescuer's story. Use the roll guide (Page 66) to reference common threats.

Refer to the Roll guide to determine the threat difficulty



Challenge Difficulty + Threat Difficulty = Target Number

ROLL & OUTCOME

ROLL then determine the outcome and embellish a consequence for the roll (Roll guide Page 67). The rescuer then continues their story.

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Roll Guide

CHALLENGE - The Victim challenges the Rescuer on an action in their story. Use Chart for Common Challenges to look for.

Common challenges

	Charm	Wits
Athleticism	Convincing Luck Intimidating	Spotting Crafting Instinct
Coordination	Thieving Fighting Sneaking	
Athleticism	Swimming Climbing Leaping	

Difficulty - The victim will decide the difficulty of the challenge.

Trifling	5	Hard	10	Heroic
		A feat reasonably overcome by the average adventurer	An act of heroic proportions that grants heroic rewards	

THREAT - The victim may include a threat to the challenge and add it to the roll. Reference Chart for common threats

Common Threats

	Combat	Magic	Environment
Threats	Convincing Luck Intimidating	Enchantment Mishaps Undead	Abilities Intellect Features
Creatures			Terrain Weather Visibility

*Threats may entail, but are not limited to, these examples

Pesky	1	Risky	3	Perilous
		A mere nuisance for any common adventurer	A significant degree of added danger that may result in harm	A threat that could result in death or serious injury!

See next page for the roll and outcome



ROLL - The Rescuer rolls the dice! This will determine the level of success or failure of the challenge.

The relative distance of the roll from the target number may affect how successfully or poorly the action is carried out.



OUTCOME - The victim can embellish the outcome and incorporate it into the story. Use the guide below.

TARGET NUMBER < ROLL

Close Call: Roll just 1 above the target number

Success: Roll within 4 above the target number

Great Success: Roll 5 greater than the target number.

Blessed: Roll a 20 Gain a +5 on next roll. Receive **(B)** card.

TARGET NUMBER > ROLL

Almost: Roll 1 below the target number.

Failure: Roll within 4 below the target number.

Great Failure: Roll 5 or more below the target number.

Cursed: Roll a 1 Gain a -5 on next roll. Receive **(C)** card.

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